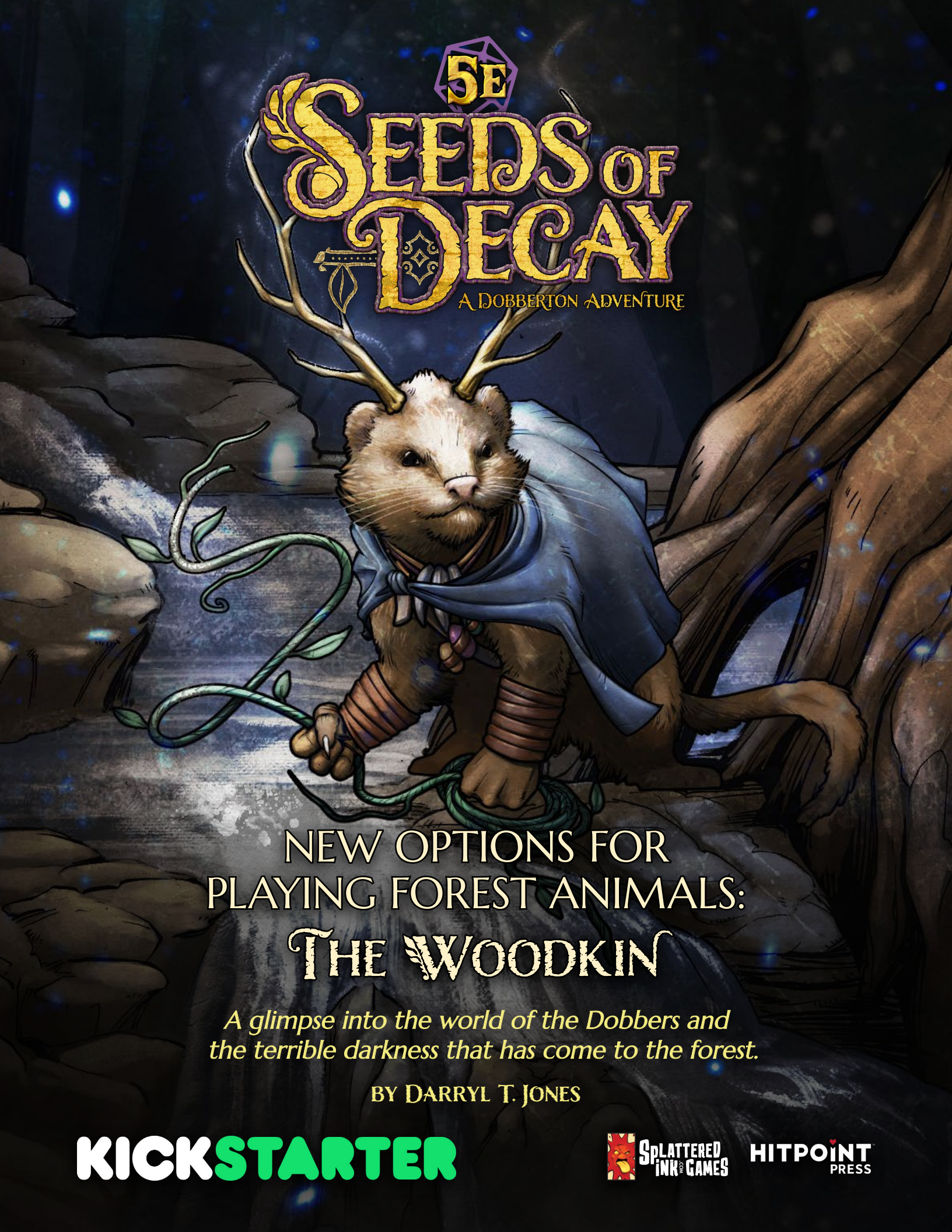
5E
Seeds of Decay
A Dobberton Adventure
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The Woodkin
A glimpse into the world of the Dobbers and the terrible darkness that has come to the forest.
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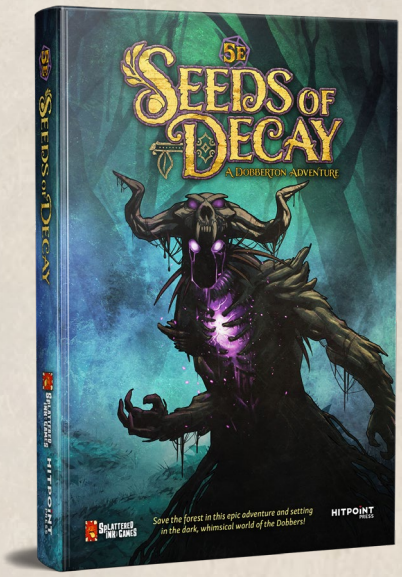
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The Alwaysgreen Forest

The Alwaysgreen Forest is a lush and beautiful land, full of ancient, towering trees; magical, life-giving waters; and deep crystal lined caves. It is teeming with life and magic. The awakened Woodkin, the magestic Deeret, Goblins, Ratkind, Dobbers of all traditions, and many more call it their home. Dobbers are the most populous. They are friends to the forest, belonging to it and it to them as a leaf does to a tree.

Dobbers are tiny people, often described as three apples tall, though in truth, they are taller. They range between 14 inches and 2 feet tall, though 2 feet tall would be quite rare. For what they lack in size, they make up for with intelligence, wisdom and creativity. Their bodies are often stocky, built with a sturdy frame, and large hands and feet. Their most famous feature is their overly large, round nose and equally large ears.

Their tiny size is perfect for their life in the forest where they build their homes into the bases of tree trunks and use wood as their primary resource. Anywhere sun breaks through the canopy, their gardens flourish. They love vegetables and fruits, berries and nuts. Most prefer working with their hands, spending their time farming, building or crafting. Some build amazing contraptions and tools to aid their chores. They are hard working and love their community, always willing to lend a hand, share a story, or enjoy a warm cup of tea by a roaring fire.

However, no story of the Alwaysgreen Forest would be complete without Woodkin. Awakened raccoons, badgers, chipmunks, owls and more also call the forest their home and have been embraced by Dobbers as family. Living side-by-side in peace, every town square, farmstead, and holiday gathering is a colorful menagerie of unique characters that have chosen to share their lives.

The Woodkin

Within the kingdom's capital of Dobberton, the great Blue River flows through and around the Prime Tree. The first tree of the forest provides life to these flowing currents, often with unpredictable results. One quality is known; the water gives intelligence and understanding to many forest creatures that otherwise would not have it. These are known as Woodkin.

How the Blue River's water chooses which creatures gain knowledge and understanding is not known. Nor do they know why some trees that grow along its banks suddenly uproot, gaining the ability to walk and talk. What is known is that woodkin are just as much a part of Dobberton as the Dobbers themselves.

Note: The Woodkin are as capable as any other being in the forest, but their physicality differs greatly. It is important to know that these awakened animals are not anthropomorphized versions of themselves. They keep the same physical bodies they had as common forest creatures. Many Woodkin are tiny, this is represented in game as a first level ability score maximum for Strength and or Constitution. As these characters experience the great adventures that are before them, these attributes can increase beyond the initial max through leveling up or other magical or in-game means. Additionally, any animal can become awakened. The ones listed here have paws or other traits that allow them to use tools, and weapons or to perform the somatic requirements of spells. If you'd like to play an awakened animal not listed here, speak with your GM and refer to the "Make Your Own Woodkin" section below.

Common Woodkin

Chipmunk

Traits: +2 to Dexterity. Your maximum Strength and Constitution at level 1 is 11.

Speed: 25 ft., climb 20 ft.

Lucky: When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Sneaky: You are proficient in the Stealth skill.

Magic Resistance: You have advantage on saving throws against spells and other magical effects.

Groundhog

Traits: +1 to Strength and Constitution. Your maximum Strength and Constitution at level one is 15.

Speed: 20 ft., burrow 20 ft.

Sturdy: Your body and low center of gravity give you advantage against being knocked prone.

Burly: Your compact, strong body gives you advantage on Athletics checks and grappling checks.

Claws: Your claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier.

Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Otter

Traits: +2 to Intelligence. Your maximum Strength and Constitution at level 1 is 14.

Speed: 25 ft., swim 20 ft.

Natural Swimmer: You take to the water with ease and comfort, giving you advantage on Athletic and Acrobatic checks while in the water.

Skill Versatility: You gain proficiency in two skills of your choice.

Hold Breath: You can hold your breath for up to 20 minutes at a time.

Porcupine

Traits: +2 to Constitution. Your maximum Strength at level one is 15.

Speed: 20 ft.

Bad Opportunity: If you provoke an attack of opportunity, the attacker must succeed on a Dexterity Saving Throw or take 1d4 + your Constitution modifier damage. The DC for this Saving Throw is 8 + Your Proficiency Bonus + Your Constitution Modifier.

Quill: Your quills are a natural weapon, which you can use to make Strength based, ranged (30/60 ft.) attacks. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier.

Darkvision: Accustomed to life at night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

RACOON

Traits: +1 to Dexterity and Charisma. Your maximum Strength and Constitution at level 1 is 13.

Speed: 25 ft., climb 20 ft.

Nimble Fingers: You gain advantage on Sleight of Hand rolls.

Always at Home: Your natural ability to adapt to your surroundings grants you proficiency in Survival and you roll Survival checks with advantage.

Claws: Your claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier.

Darkvision: Accustomed to life at night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Rare Woodkin

DEERET

Traits: +1 to Dexterity, Charisma, and Wisdom.

Speed: 30 ft.

Majestic Presence: Your grace and impressive antlers grant you proficiency in Performance and Persuasion.

Antlers: Your antlers can be used as weapons, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier.

Darkvision: Accustomed to life at night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

TREE

Traits: +2 to Constitution and + 1 to Intelligence. Your maximum Dexterity at level 1 is 13.

Speed: 20 ft.

Natural Armor: Your base AC is 14 + your Dexterity modifier, adding any bonuses granted by class, spells, or magic items accordingly. You cannot wear crafted armor.

Forest Stealth: Your natural ability to move through the forest grants you proficiency in Stealth and you roll Stealth checks with advantage.

Natural Appearance: While you remain motionless, you are indistinguishable from other trees in your surroundings.

Speech of the Forest: You have an innate ability to communicate with beasts and plants. They can understand the meaning of your words, though their communication in return is not audible, they can convey emotions or simple mental images. You have advantage on all Charisma checks you make to influence them.

Create Your Own Woodkin

The Blue River has streams and tributaries throughout the Alwaysgreen Forest. Any variety of plant or creature may be awakened by the Blue River's magic. You can build your own woodkin race by selecting the racial traits that fit the type of creature you want to play. Speak with your Game Master about your Woodkin idea to ensure that the traits you desire fit well with the setting and story you'll be telling.

Spend creature points to select your traits. Each racial attribute costs either one, two, or three creature points. You are allotted eight (8) creature points to spend when building your woodkin race during character creation.

Woodkin Racial Traits

Ability Score Bonus

Your woodkin's ability scores are established by building your character in the manner established by your GM. However one or more woodkin's ability scores may have a bonus because of the unique type of creature your character is.

You can spend up to 3 creature points to improve ability scores. Each ability score can be modified one time.

1 creature point = +1 to a single ability score

3 creature points = +2 to a single ability score

Speed

Base walking speed for tiny and small creatures is 20 feet. Spend creature points to increase your woodkin's base speed.

1 creature point = 30 feet.

2 creature points = 40 feet.

Alternative Movement

Usually your character's movement speed for alternate types of movement, such as climbing or swimming, is one-half your character's base walking speed. However, some woodland creatures are adept at these alternate types of movement. Choose the movement type that fits your woodkin and establish its speed by spending creature points.

1 creature point = 20 feet.

2 creature points = 30 feet.

Alternative Movement: Flight

3 creature points

You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor.

Alternate Melee Attack

1 creature point

Many creatures have natural defensive and offensive traits. A claw is the most common alternative melee attack among woodkin, but you may also consider options like a bite, antler or sting.

Your character gains:

[Name of Trait]: Your [____] are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal [damage type] damage equal to 1d4 + your [Strength or Dexterity] modifier.

Example:

Claws: Your claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier.

ALTERNATE RANGED ATTACK

2 creature points

Some creatures have natural defensive and offensive traits that are ranged. These are very rare, but can add a lot of fun for a player. The porcupine woodkin included here is an example. Check with your GM before selecting this trait.

Your character gains:

[Name of Trait]: Your [____] are a natural weapon, which you can use to make ranged (30/60 ft.) attacks. If you hit with it, you deal [damage type] damage equal to 1d4 + your [Strength or Dexterity] modifier.

Example:

Quill: Your quills are a natural weapon, which you can use to make Strength based,ranged (30/60 ft.) attacks. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier.

ALWAYS AT HOME

1 creature point

Your natural ability to adapt to your surroundings grants you proficiency in Survival and you roll Survival checks with advantage.

BAD OPPORTUNITY

1 creature point

If you provoke an attack of opportunity, the attacker must succeed on a Dexterity Saving Throw or take 1d4 + your Constitution modifier damage. The DC for this Saving Throw is 8 + Your Proficiency Bonus + Your Constitution Modifier.

BURLY

1 creature point

Your compact, strong body gives you advantage on Athletics checks and grappling checks.

DARKVISION

1 creature point

Accustomed to life at night or under ground, has given you superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FOREST STEALTH

1 creature point

Your natural ability to move through the forest grants you proficiency with Stealth. You also have advantage on Stealth checks while in the forest.

HOLD BREATH

1 creature point

Your lungs are designed to allow you to spend a significant amount of time under water. You can hold your breath for up to 15 minutes at a time.

Note: Most of the creatures you'd play in the Alwaysgreen forest are tiny, small or medium. If you are not playing in the Alwaysgreen forest, you can use racial traits to create large or bigger creatures as well. Creatures like a chipmunk or rabbit are not likely to have a high score in strength or constitution. They might be quite dexterous or their keen senses may lead them to have a bonus to wisdom. Work with your GM, be creative and have fun!

LARGE

4 creature points

Traits: Your body is much larger than other species in the forest. You have +2 to your Constitution and your maximum Strength score increases by 2.

Speed: Your base walking speed is 30 feet.

Massive Force: Big creatures typically wield oversized weapons that deal extra dice of damage. When you make a weapon attack using a weapon made for your size, including your unarmed strikes, double the damage dice.

Easy to Hit: Your immense size leaves you vulnerable to attacks from all directions. If more than one enemy that is size medium or smaller is within melee range of you during a turn, you suffer a - 2 to your AC.

LUCKY
1 creature point

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

MAGIC RESISTANCE
1 creature point

You have advantage on saving throws against spells and other magical effects.

MAJESTIC
1 creature point

Your grace and impressive form grants you proficiency in Performance and Persuasion.

NATURAL APPEARANCE
1 creature point

While you remain motionless, you are indistinguishable from other similar objects (such as trees) in your surroundings.

NATURAL ARMOR
Your hide is thicker and more durable than many creatures of the forest. This makes it almost impossible to find any crafted armor that fits, but you may not need it. Choose a new base AC below then add your Dexterity modifier, and any bonuses granted by class, spells, or magic items accordingly.

1 creature point = Base AC of 12

3 creature points = Base AC of 14

NIMBLE FINGERS
1 creature point

You gain advantage on Dexterity rolls that involve your hands and Slight of Hand checks.

SKILL VERSATILITY
1 creature point

You gain proficiency in two skills of your choice.

SNEAKY
1 creature point

You are proficient in the Stealth skill.

SPEECH OF THE FOREST
1 creature point

You have an innate ability to communicate with beasts and plants. They can understand the meaning of your words, though their communication in return is not audible, they can convey emotions or simple mental images. You have advantage on all Charisma checks you make to influence them.

STURDY
1 creature point

Your body and low center of gravity give you advantage against being knocked prone.

VENOM
3 creature points

You secrete a poisonous fluid the manner of which is based on the creature you are creating. When used in an attack, such as applying it to a weapon or with a bite, the target must make a Constitution saving throw on a hit. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The target repeats the Constitution saving throw at the beginning of each of their turns for up to 1 minute until they succeed. A creature takes 1d6 damage on a failed save. The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level. After you use this ability, you can't secrete another dose until you complete a short or long rest.

I hope you've enjoyed this introduction to Seeds of Decay, a glimpse into the world of the Dobbers and the terrible darkness that has come to the forest. There is a lot more coming, so make sure to join the community mailing list at seedsofdecay.com.

You can also go to the feedback form on the site if you'd like to talk about this document in any way. Feedback from the 5e community is invaluable as I continue to develop content!

~ Darryl T. Jones

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